

Find at least 4 people. You will design a game together.

Everyone has a **priority**. Deal each player one card from a shuffled deck. If the card is clubs, that player's priority is *mechanics*; if spades, it's *realism*; hearts, *social justice*; diamonds, *marketing*. Players may freely interpret their priorities. Mechanics could mean jeepform rather than crunch; social justice, a GamerGater as easily as a feminist.

Get a scrap of paper for each player. Mark one with an "X." Fold, randomize, and deal them. If you got the "X," you are the **saboteur**. It's your job to make sure the game doesn't get made.

Start designing your game. It can be whatever your group wants it to be. Each player should advocate for their priorities. The saboteur should use their priority as a pretense to derail the design process.

Anyone can request a vote on the saboteur's identity. If a player receives a majority of the votes, the game ends. If the players picked the real saboteur, they win. If they didn't, the saboteur wins.

If a majority decides the game is complete without unmasking the saboteur, the players win. If the game is abandoned out of frustration, the saboteur wins.